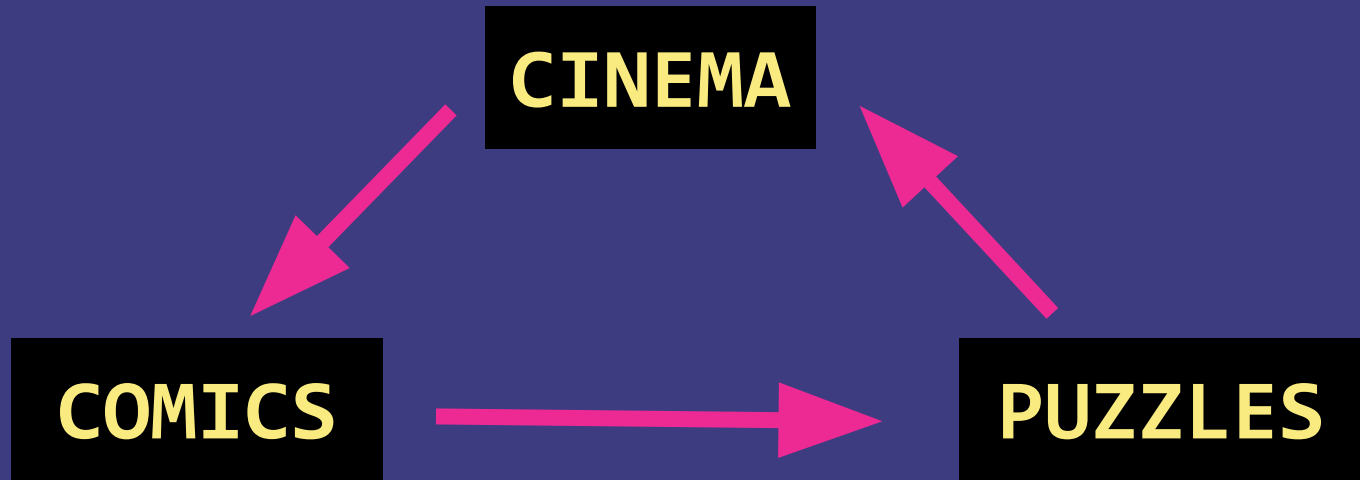


2. ADAPTATION

Relevant Media



Pipeline

WE **ZOOM**. Naiad, a young woman in a compact space suit, walks along the surface of the space probe **upside down**. We can now see how the strong solar winds are around her. Yet, Naiad stands, along with her space probe, unaffected.

VISUAL PUZZLE OPPORTUNITY:

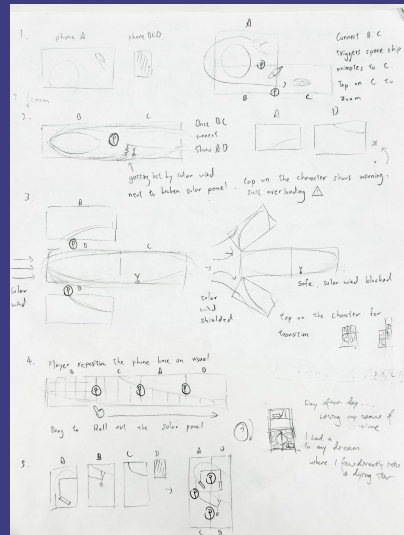
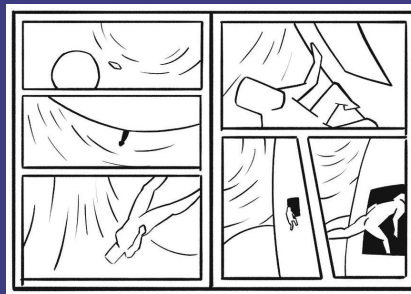
MC OBJECTIVE: AVOID DAMAGE FROM SOLAR WIND

EMOTION: THRILLING, SLOW

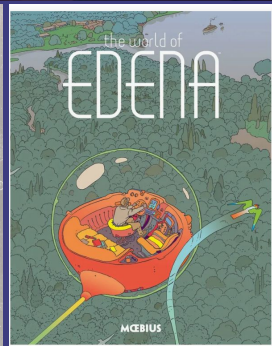
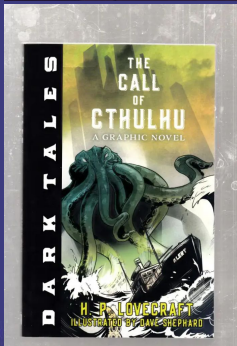
→ Screenwriting

→ Drawing Comics

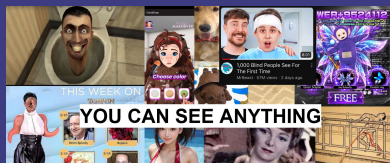
→ Puzzle Design



Screenwriting



REFERENCES



Setting	
1. A marooned planet that resembles Earth - Where we start the story - The planet is marooned by Year 0 but holds multiple relics of its recent human past - A group of human explorers briefly inhabited this planet sometime after the great reset and decades before year 0 - Some of the surviving devices on this planet still work and allow players to reconnect with the greater human civilization	Samantha Lal 3/14/19 Jan 21 I wrote it all over
2. The human colony The colony is an underground for anywhere and everywhere that is inhabited by humans. Communication in year 0 is instantaneous as long as your location is known to the colony. The colony is spread out across space. Yet, you could still easily be marooned. As soon as you lose contact, you're as good as dead, as the search efforts will be too costly	Samantha Lal 3/14/19 Jan 21 I wrote it all over
3. The role of religion - A collective ammonia plaques the current human colony, which is a social system of mutual decentralized governance. Any kind of overarching structure or authority is frowned upon for being backwards. Yet, cults exist - The common consensus amongst the Year 0 colony is that paganism of any kind has led the last human civilization from the late 2100s to their downfall - Through recently relics of a particular religion have generated interest from historians who are beginning to piece together the world in the late 2100s	Samantha Lal 3/14/19 Jan 21 I wrote it all over
4. Architecture - Colonies of Year 0 inhabit various forms. Space colonies: a group of space stations orbiting a foreign planet, or on planets that resemble earth - Think crazy architecture/urban planning schemes like NEOM of Saudi Arabia and Dubai Palm Jumeirah	Samantha Lal 3/14/19 Jan 21 I wrote it all over

WORLDBUILDING



EXT. DECK OF PROBE ON SPACE COLONY - OUTER SPACE A small solar powered space probe is suspended in space, tethered to a planet in which it orbits. Against the backdrop of a giant burning star. WE ZOOM. Naïad, a young woman in a compact space suit, walks along the surface of the space probe inside down. We can see	1
EXT. DECK OF PROBE ON SPACE COLONY - OUTER SPACE A small solar powered space probe is suspended in space, tethered to a planet in which it orbits. Against the backdrop of a giant burning star. WE ZOOM. Naïad, a young woman in a compact space suit, is hit with a charge of particles from the solar wind. VISUAL PUZZLE: after the player tilts the wing of the ship upwards Naïad slides down to the gate leading into the spaceship. Naïad retreats inside the space probe and the probe moves smoothly across space, it doesn't propel but cuts across in a precise movement that seems unnatural to the human eye.	1
EXT. INSIDE OF SPACE PROBE - DAY Naïad floats around in a compact room that looks very lived in. As she passes by the window of the craft we can see the backdrop of the massive burning star outside of the window. On a fixed shelf on the side of the room, there's a fixture of an Oort cloud, Naïad points her finger at the center of the Oort cloud, the star of the solar system expands to the size of half of her palm, next to it and in its orbit, a miniature version of blue planet outside of her window appears. As the blue planet shifts towards the center of the Oort cloud, text appears under the planet, "Earth", "Status: Marooned" (either we have text or the robot can report this information back to Naïad.) POSSIBLE EASTER EGG MOMENT: Robot provides a backstory of the civilization that was erased on this planet named earth. A storyboard image with narration: the image show a moment of a nuclear control room experiencing an AI takeover. Narration reveals: the attack lasted for weeks, with the system meticulously launching mass destruction weapons. The goal wasn't just to annihilate, but erase. Looking out the window, the giant red star can no longer be seen, what we see instead, is a familiar sight, earth. Naïad puts the space probe into course for landing.	2
EXT. MAROONED PLANET - DAY VISUAL PUZZLE: The space probe lowers and lands. Docking on the marooned planet.	3

SCREENPLAY

Screenwriting → Drawing Comics

WE **ZOOM**. Naiad, a young woman in a compact space suit, walks along the surface of the space probe **upside down**. We can now see how the strong solar winds are around her. Yet, Naiad stands, along with her space probe, unaffected.

VISUAL PUZZLE OPPORTUNITY:

MC OBJECTIVE: AVOID DAMAGE FROM SOLAR WIND

EMOTION: THRILLING, SLOW

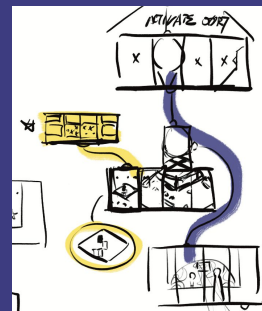
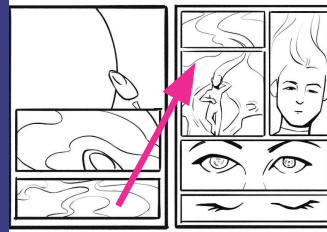
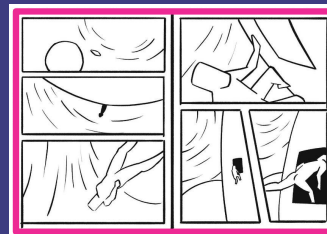
EXT. HOVERING JUST ABOVE THE EMERALD PLANET - OUTER SPACE

The space probe enters the frame. We **ZOOM IN**. As the space probe enters the atmosphere, we clearly see the texture of the atmosphere.

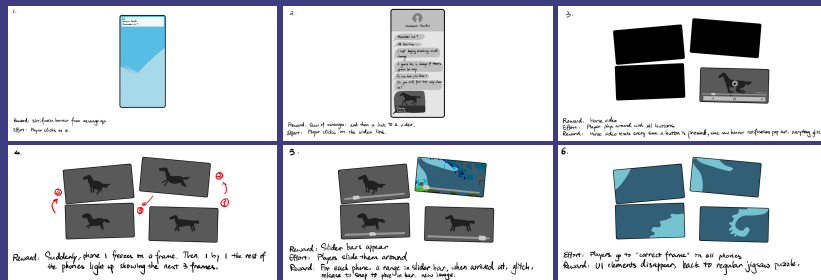
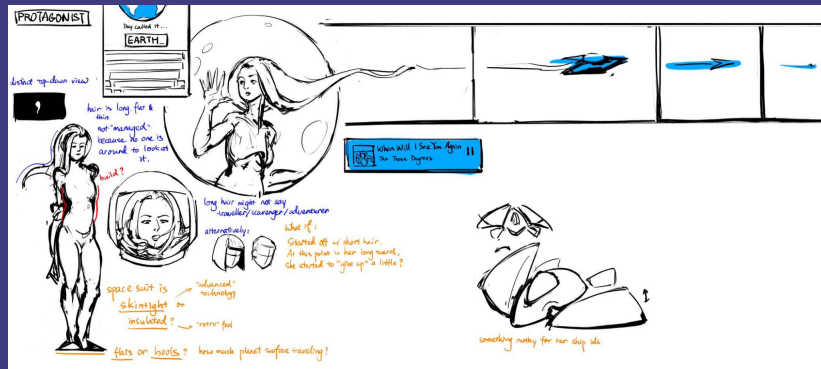
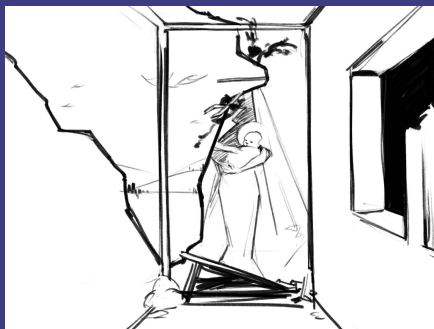
MATCH CUT OF ATMOSPHERE WITH NEXT SHOT

(if player **extends the scene right**, they reach a tree which is the start of the next and last most complex, multi-scene visual puzzle; check figma and ask James for more details.)

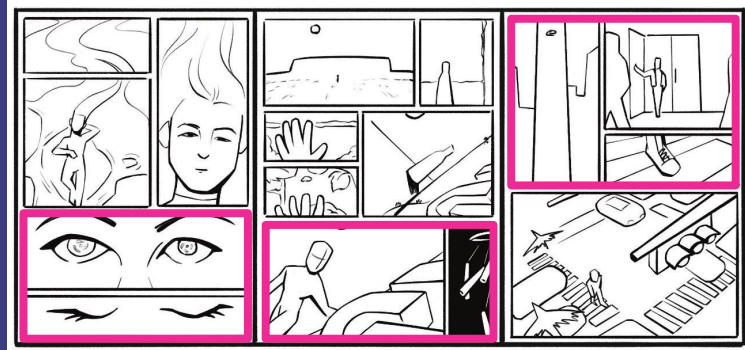
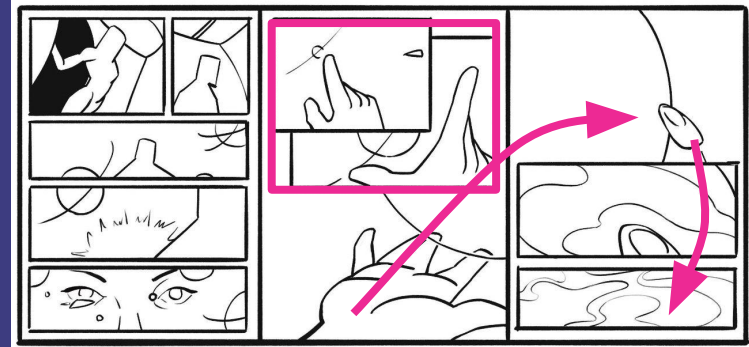
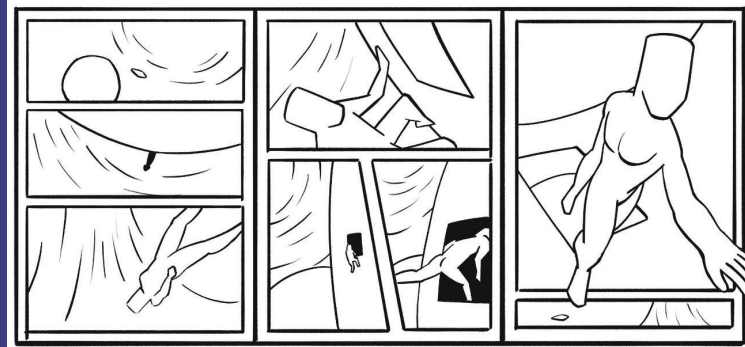
(if player **extends the scene left**, they can complete a formation puzzle to gain access to an easter egg image)



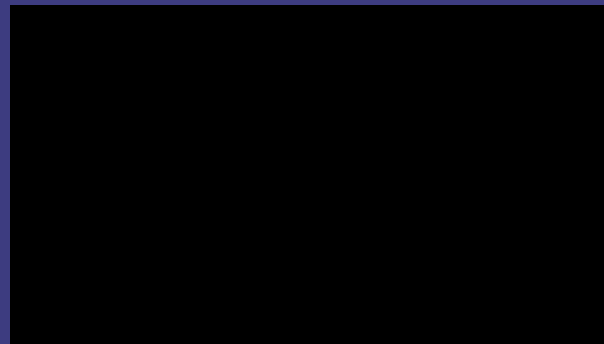
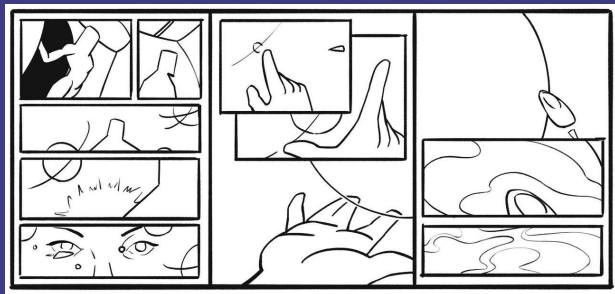
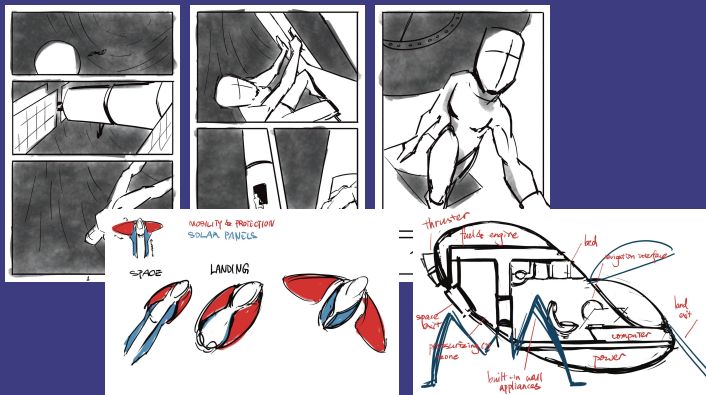
Drawing Comics



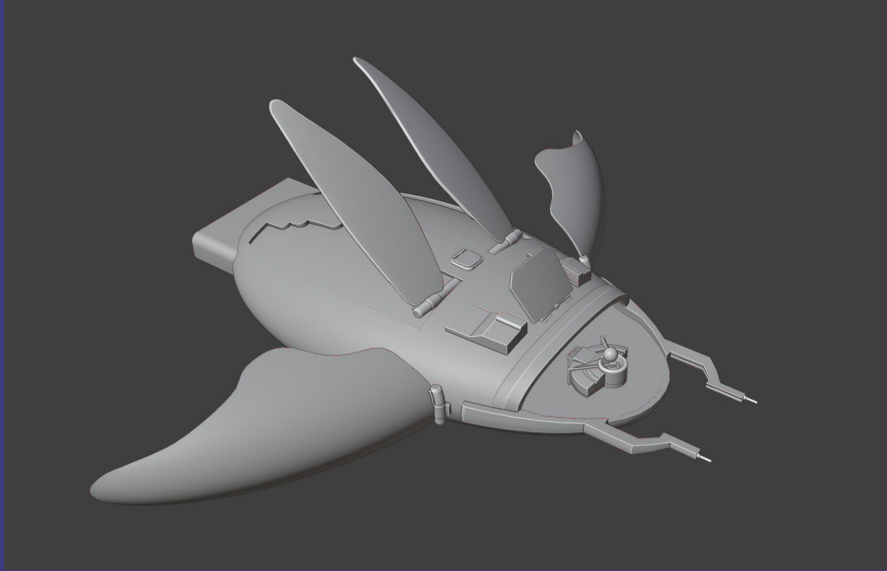
Drawing Comics



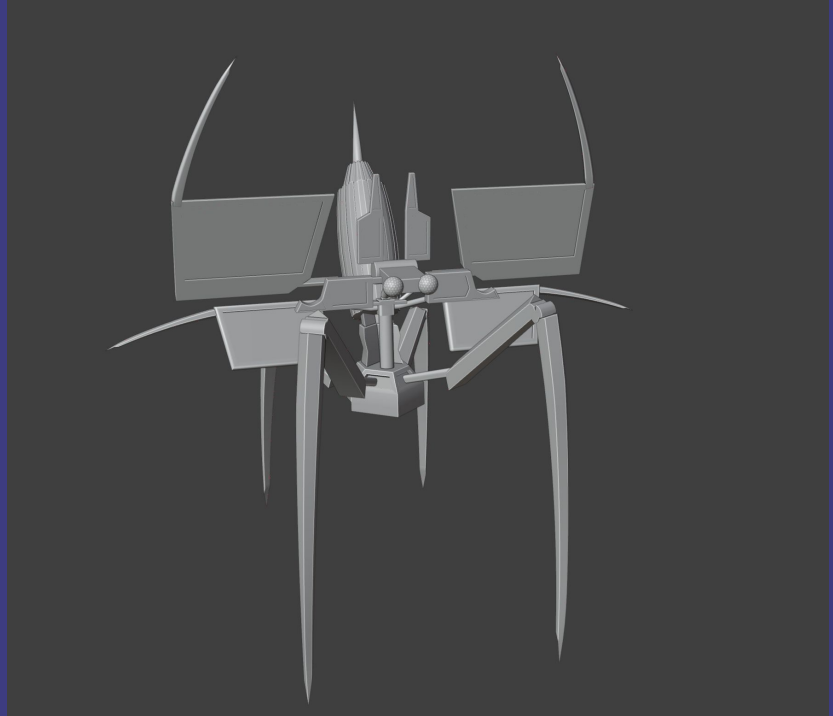
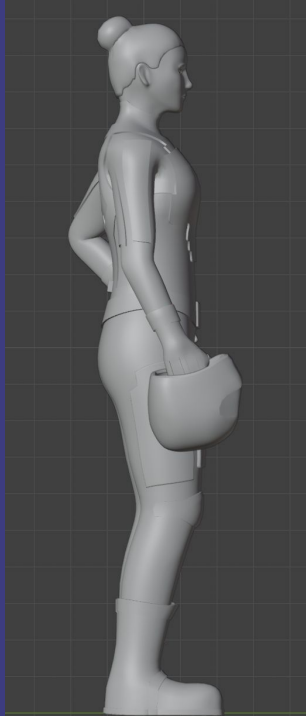
Drawing Comics → Puzzle Design



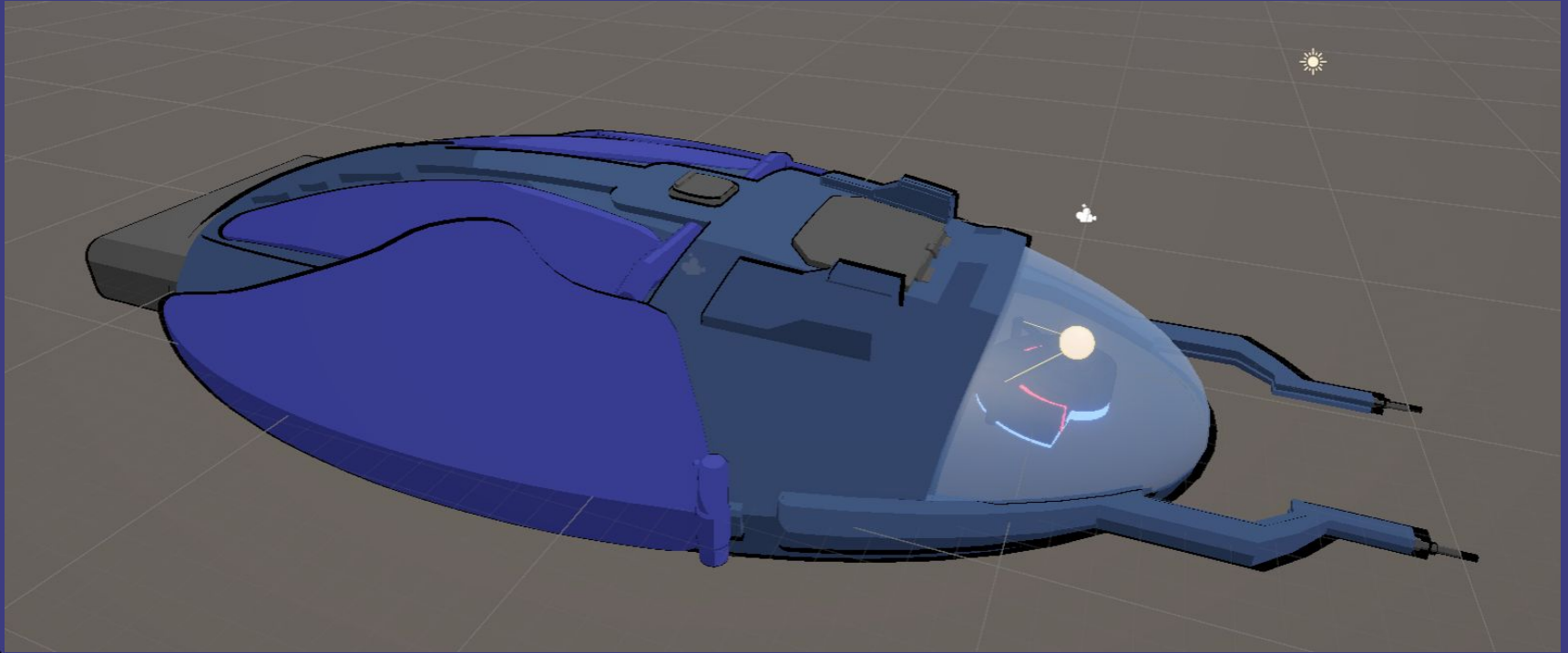
3D Development



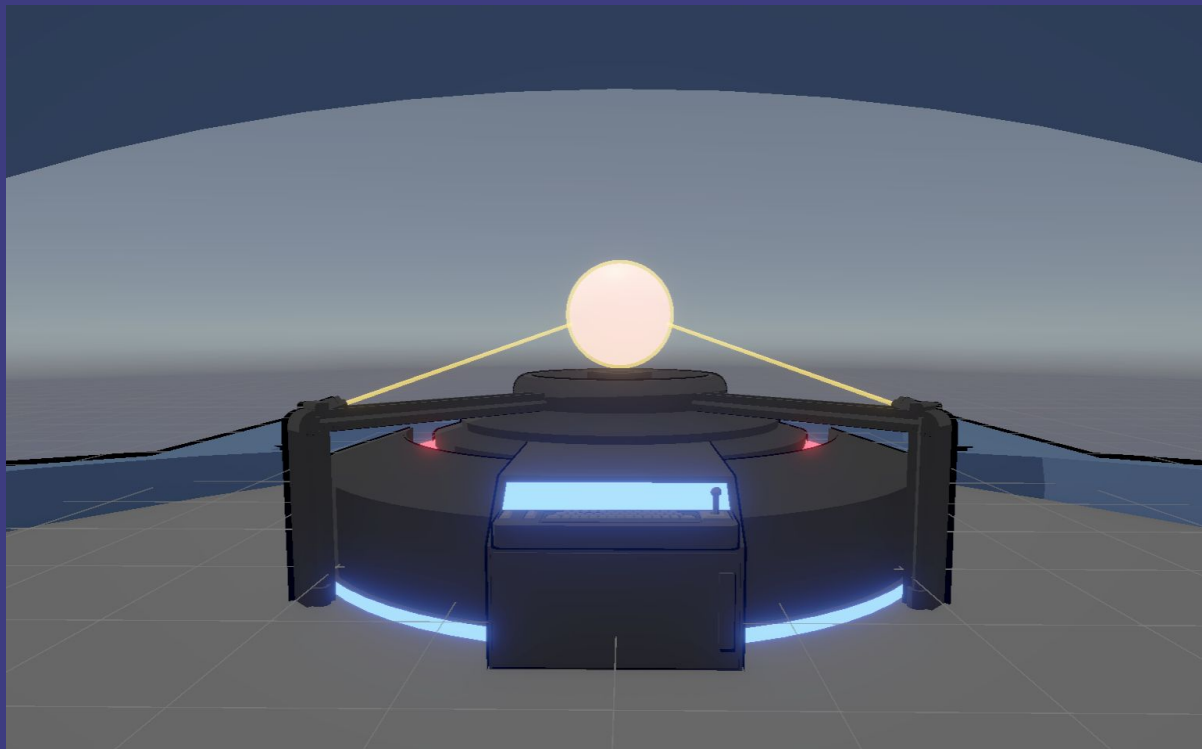
3D Development



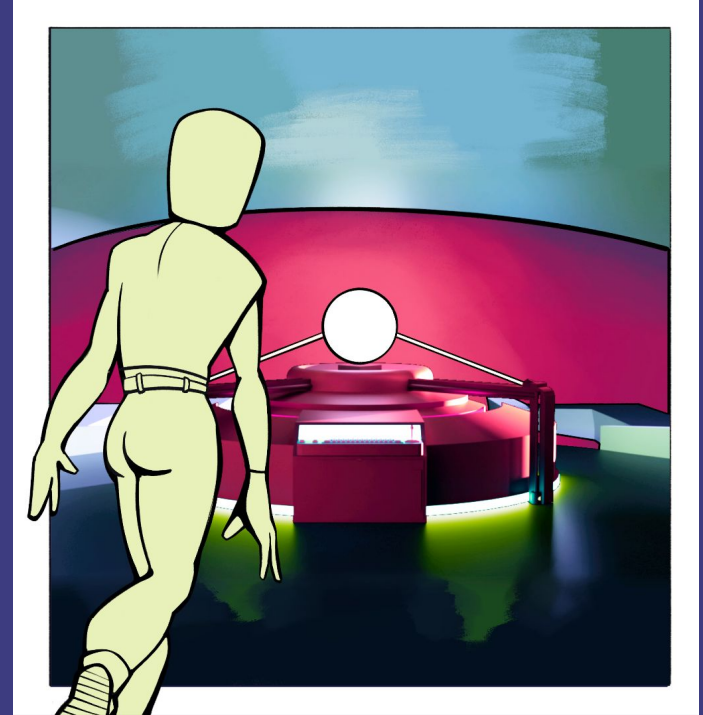
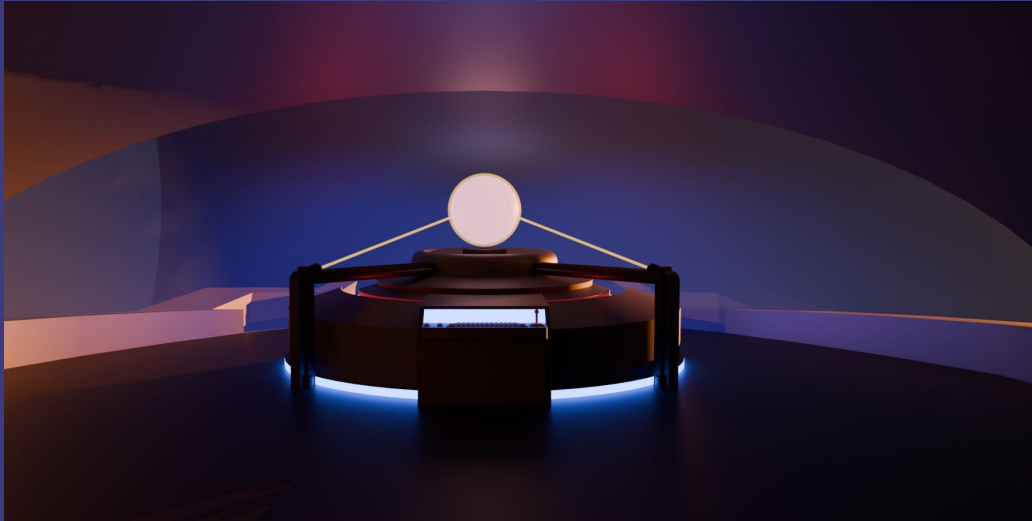
3D Development – Cartoon/Outline Shader



3D Development – Cartoon/Outline Shader



Blending 2D and 3D



Adaptation: What we did we learn?

What worked:

- Story Prompt → Visuals → Puzzle

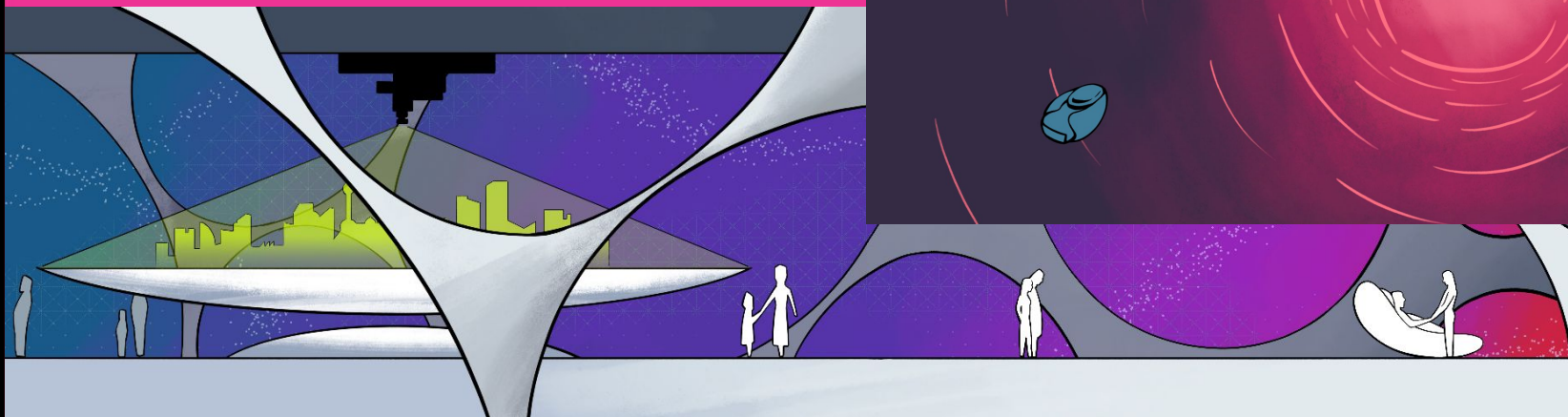
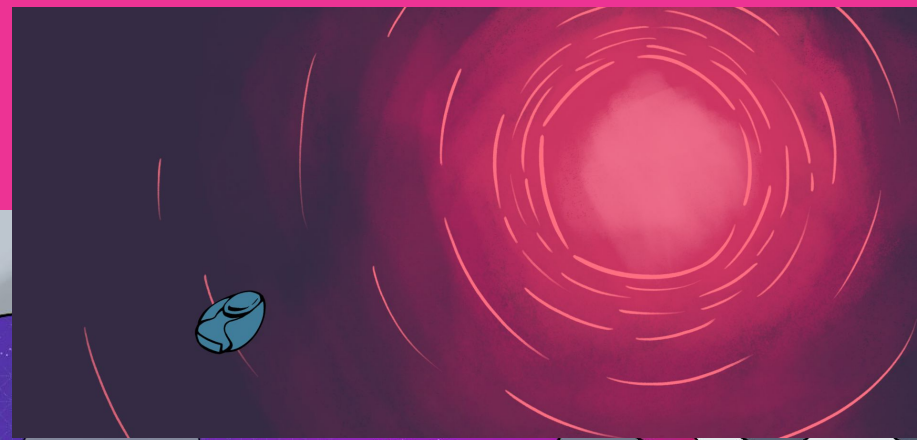
What can be improved:

- Visual Logic → User Intuition



3. INNOVATION

What's next?



We push for an experience
unique to the medium

**New Schemes → Next
Prototype**

Narrative insights: Moving away from adaptation

Traditional passive storytelling:
sequences choreographed,
No agency for the players



Narrative insight 1

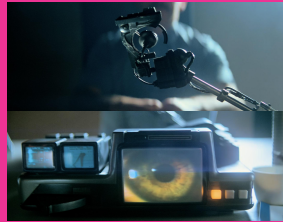
A modular moving
canvas:

Traditional cinematic and comic



Environment

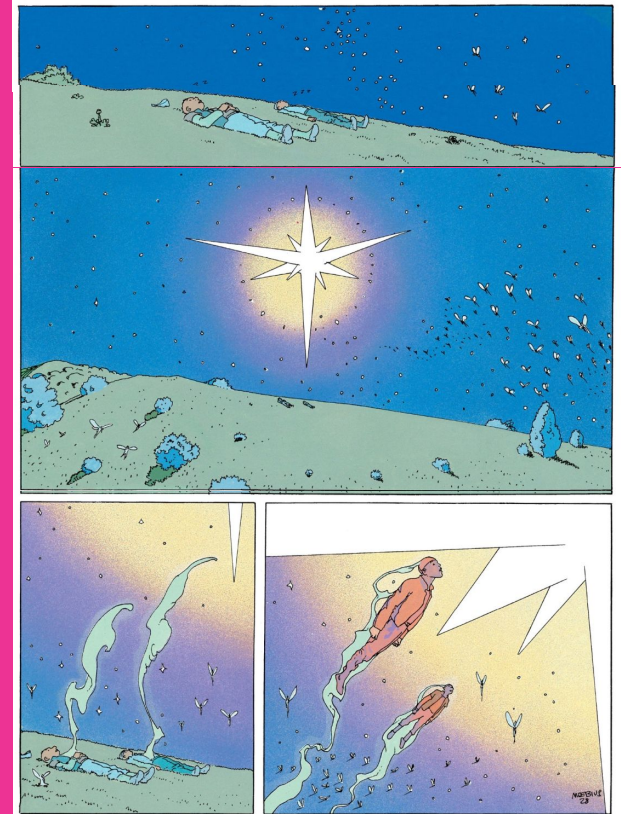
Subject



Catalyst

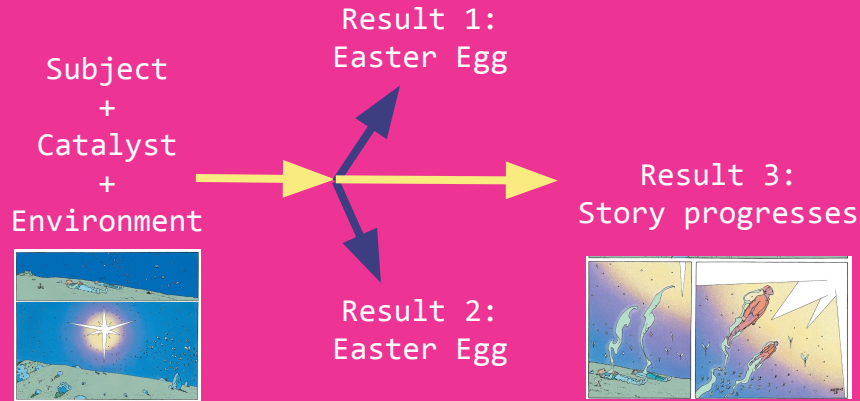


Result

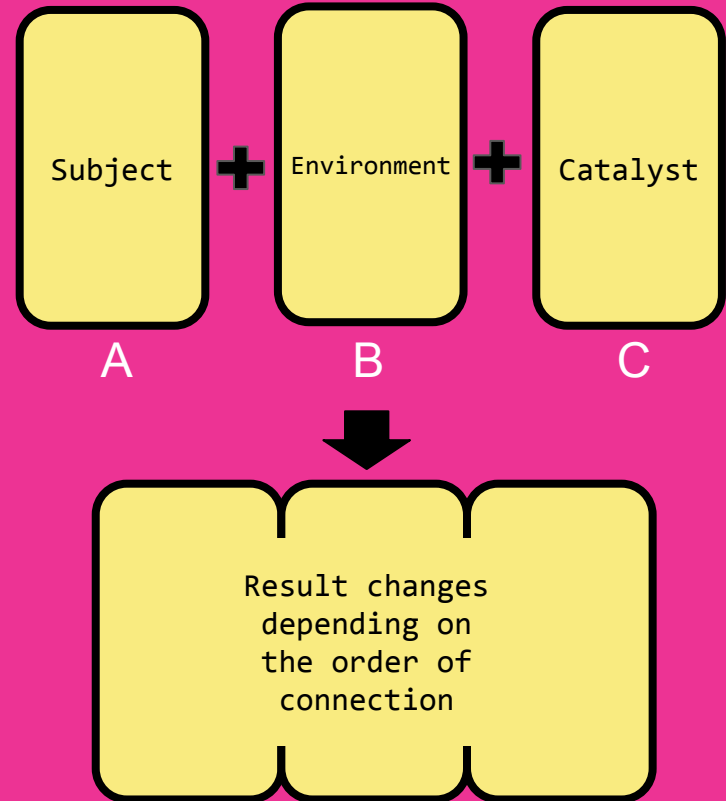


Narrative insight 2

Order matters:



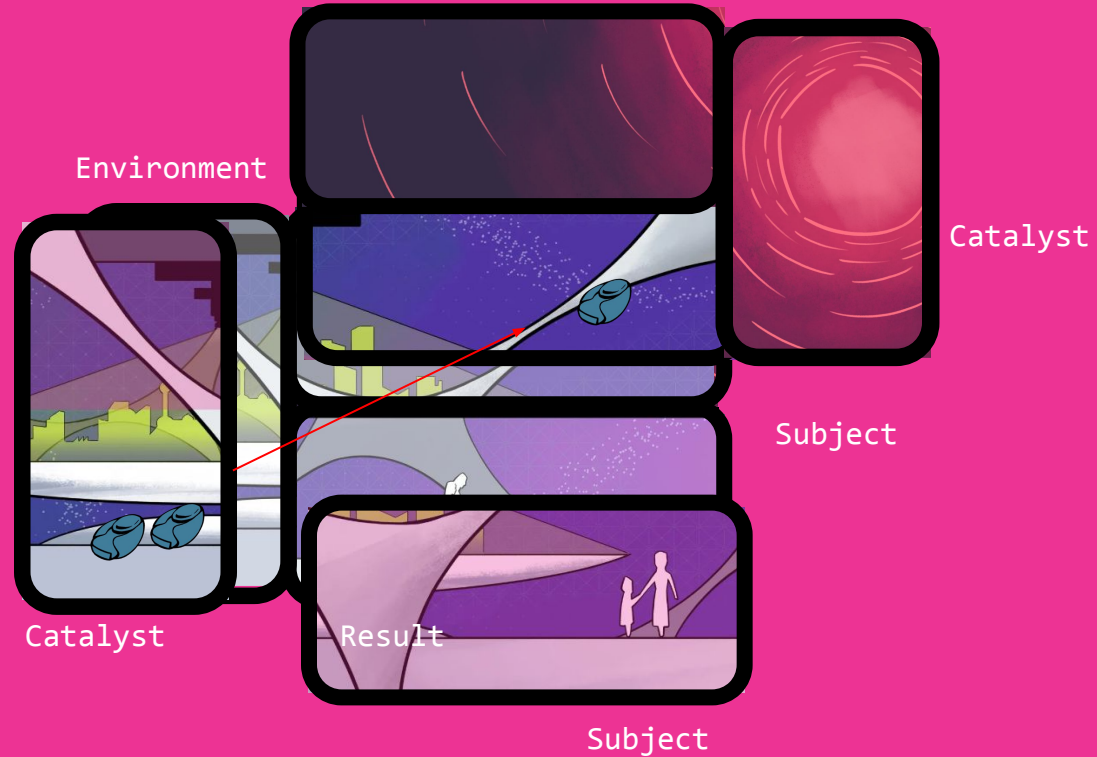
Our scheme:



Narrative insight 3

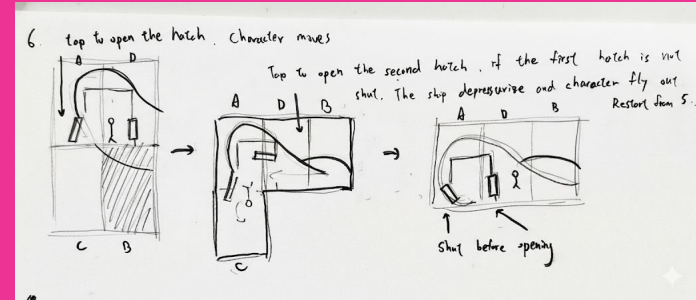
A use case:

user repositioning phones
guided by story motifs



Takeaways: Puzzle Design

→ Puzzle in the traditional sense



→ Puzzle with physical phone interaction

Using the phone as a controller or a toy



Capacity of the phone

- Using the full set of phones to play
- Using on screen gesture for merge functionality

	Using for	Not Using for
Swipe	Pinch gesture to sync phone position and trigger visuals	Dragging item across phones
Touch		Tapping on a character
Movement	Disconnecting from the grid	Real time position tracking
Pivot / Rotation	Contextual interaction	

How we approach puzzles in the future

- A beautiful formation
- A system that
 - Give a clear sense of the goal
 - Respond with positive/negative feedback
 - A mechanic that is easy to understand that has endogenous complexity

→ Non-Choreographed live play



Conclusion: Overview

What we distilled:

- Narrative scheme
- The phones as a controller or a toy

What is to come:

- Formalized idioms through systems
- Visual guide

Goals & Deliverables

1. Explore our medium where gameplay, narrative, and visual content seamlessly integrate.
2. Develop a proof-of-concept prototype from start to finish.
3. Crystallize a design guideline that defines and facilitates creating for it.

Schedule

GDC

Playtest Day

Softs

Finals

PN

PN

PN

PN

Talk with
game
designers

Alpha prototype

Beta prototype

Polish

Design guideline foundations

Design guideline content adaptation

Polish



